

PRO OFFENSIVE PLAYS

CROSS BUCK 	TRAP 	TRAP DRAW 	X QUICK OUT (sh) 	Y GO (med) 	HB OPTION (med) 
DIVE 	SWEEP 	DRAW 	BACKS OVER MIDDLE (sh) 	Z POST (l) 	HB FLARE (sh) 
MIDDLE BLAST 	QUICK PITCH 	FB SCREEN RIGHT (sh) 	HB HOOK LEFT (sh) 	Z FLAG (l) 	ACTION FB FLY (med) 
TACKLE BLAST 	SWEEP WEAK 	HB SCREEN LEFT (sh) 	Z SQUARE OUT (med) 	Z FLY (l) 	FLEA FLICKER (l) 
POWER 	REVERSE 	X QUICK SCREEN (sh) 	Y CROSS (med) 	ACTION X FLY (l) 	FIELD GOAL 
SLANT 	COUNTER DRIVE 	Z-SLANT (sh) 	X HOOK (med) 	ACTION X SQUARE OUT (med) 	PUNT 

..... = pass to — = block —> = handoff to —> = fake handoff l = long sh = short med = medium

PRO DEFENSIVE PLAYS

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KEY MAN 	BLAST STRONG ZONE 	UNDER MAN 	6-1 KEY MAN 	SAFETY BLITZ
BLAST MAN 	BLAST WEAK ZONE 	UNDER WEAK ZONE 	STRONG DOG 	SHORT YARDAGE
STUNT MAN 	STUNT STRONG ZONE 	OVER MAN 	WEAK DOG 	PREVENT
KEY STRONG ZONE 	STUNT WEAK ZONE 	OVER STRONG ZONE 	MAD DOG 	PUNT RETURN (RUSH)
KEY WEAK ZONE 	KEY MAN DEEP ZONE 	3-4 KEY ZONE 	RED DOG 	DOUBLE TEAM SPLIT END (X) DOUBLE TEAM TIGHT END (Y) DOUBLE TEAM FLANKER (Z) NO DOUBLE TEAM
				STANDARD ALIGNMENT SPREAD ALIGNMENT TIGHT ALIGNMENT



COMPUTER QUARTERBACK

2

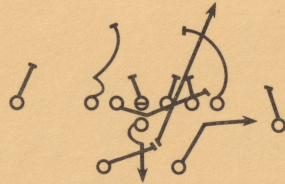


COMPUTER QUARTERBACK™

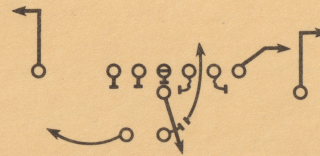
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SEMI-PRO OFFENSIVE PLAYS

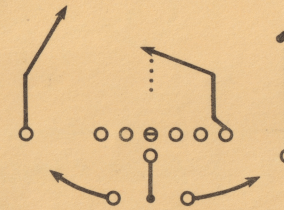
4 TRAP



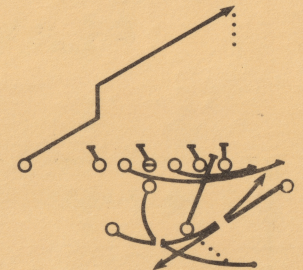
8 DRAW



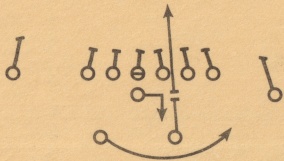
12 Y CROSS (med)



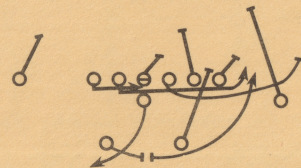
16 FLEA FLICKER (l)



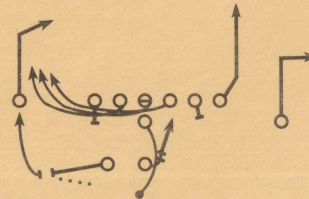
1 DIVE



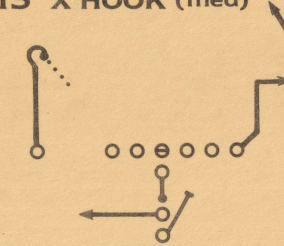
5 SWEEP



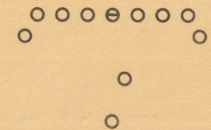
9 HB SCREEN LEFT (sh)



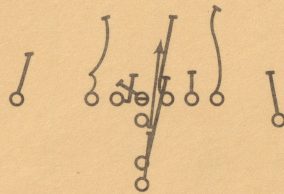
13 X HOOK (med)



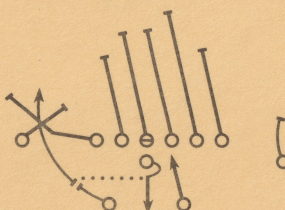
17 FIELD GOAL



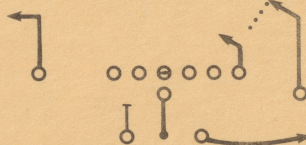
2 MIDDLE BLAST



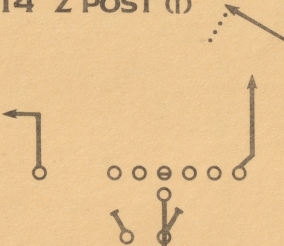
6 QUICK PITCH



10 Z SLANT (sh)



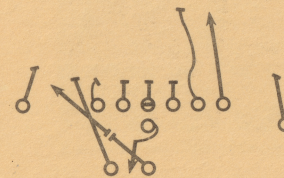
14 Z POST (l)



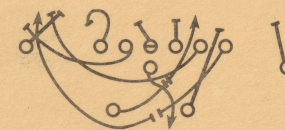
18 PUNT



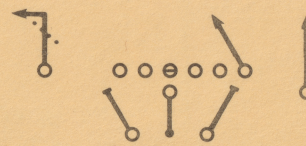
3 SLANT



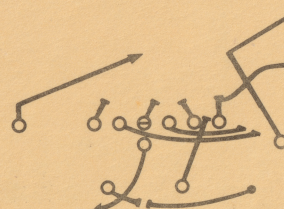
7 REVERSE



11 X QUICK OUT (sh)



15 HB OPTION (med)

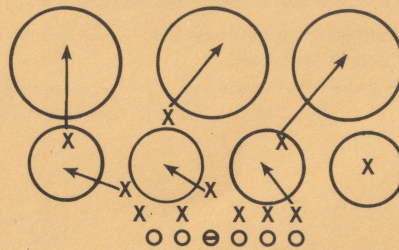


.... = pass to
— = block
—H— = handoff to
—H— = fake handoff

l = long
sh = short
med = medium

SEMI-PRO DEFENSIVE PLAYS

4 KEY STRONG ZONE



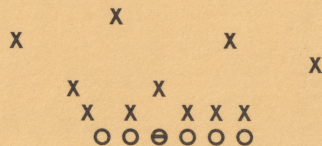
8 OVER MAN



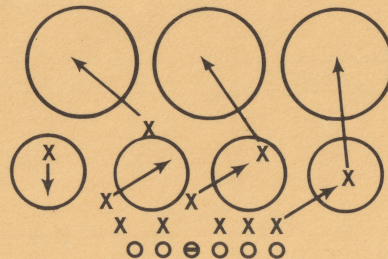
12 SHORT YARDAGE



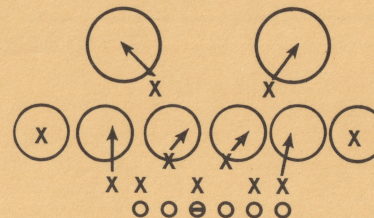
1 KEY MAN



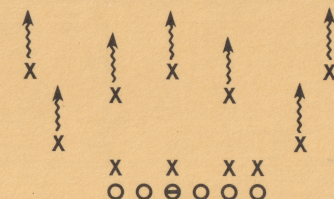
5 KEY WEAK ZONE



9 3-4 KEY ZONE



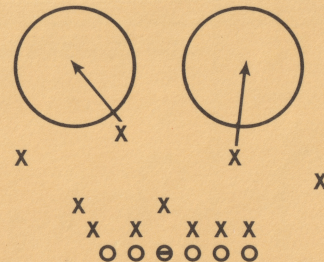
13 PREVENT



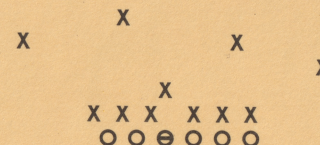
2 BLAST MAN



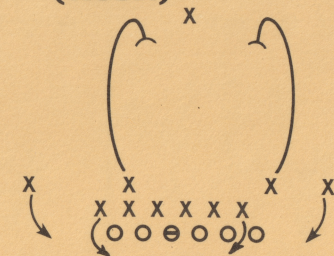
6 KEY MAN DEEP ZONE



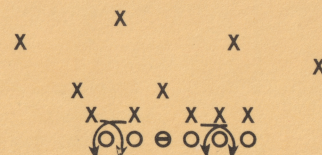
10 6-1 KEY MAN



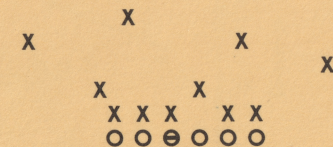
14 PUNT RETURN (RUSH)



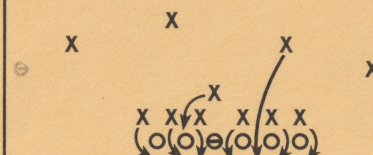
3 STUNT MAN



7 UNDER MAN



11 SAFETY BLITZ

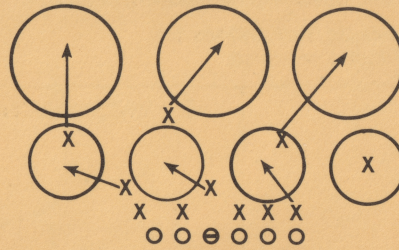


You never thought your computer could be this exciting!

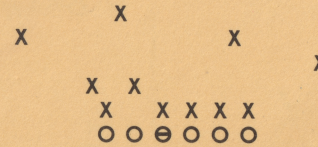
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SEMI-PRO DEFENSIVE PLAYS

4 KEY STRONG ZONE



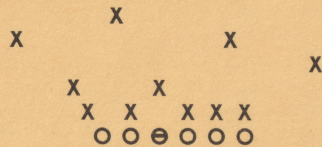
8 OVER MAN



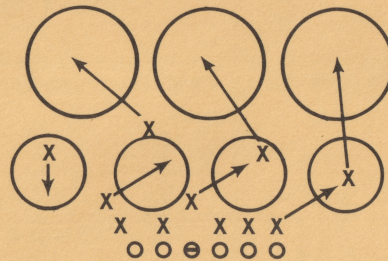
12 SHORT YARDAGE



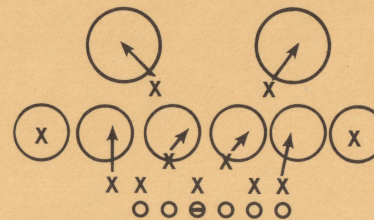
1 KEY MAN



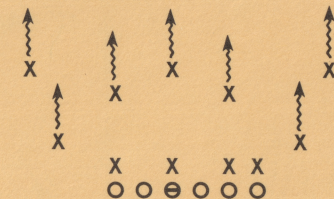
5 KEY WEAK ZONE



9 3-4 KEY ZONE



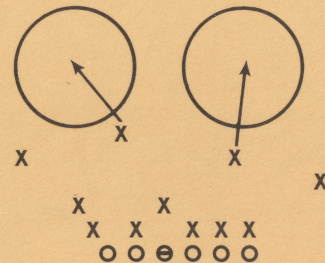
13 PREVENT



2 BLAST MAN



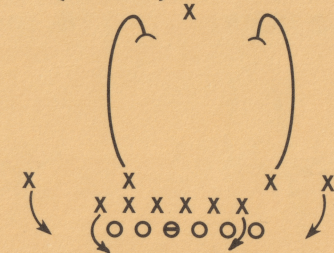
6 KEY MAN DEEP ZONE



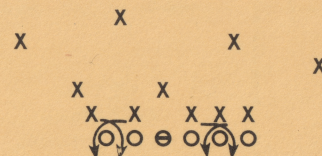
10 6-1 KEY MAN



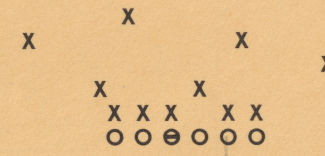
14 PUNT RETURN (RUSH)



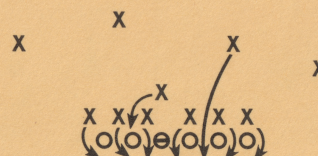
3 STUNT MAN



7 UNDER MAN



11 SAFETY BLITZ



You never thought your computer could be this exciting!

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COMPUTER QUARTERBACK™

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SEMI-PRO OFFENSIVE PLAYS

	4 TRAP 	8 DRAW 	12 Y CROSS (med) 	16 FLEA FLICKER (l)
1 DIVE 	5 SWEEP 	9 HB SCREEN LEFT (sh) 	13 X HOOK (med) 	17 FIELD GOAL
2 MIDDLE BLAST 	6 QUICK PITCH 	10 Z SLANT (sh) 	14 Z POST (l) 	18 PUNT
3 SLANT 	7 REVERSE 	11 X QUICK OUT (sh) 	15 HB OPTION (med) 	<p> = pass to — — = block —H—> = handoff to —H—> = fake handoff </p> <p> l = long sh = short med = medium </p>

PRO OFFENSIVE PLAYS

CROSS BUCK 	TRAP 	TRAP DRAW 	X QUICK OUT (sh) 	Y GO (med) 	HB OPTION (med)
DIVE 	SWEEP 	DRAW 	BACKS OVER MIDDLE (sh) 	Z POST (l) 	HB FLARE (sh)
MIDDLE BLAST 	QUICK PITCH 	FB SCREEN RIGHT (sh) 	HB HOOK LEFT (sh) 	Z FLAG (l) 	ACTION FB FLY (med)
TACKLE BLAST 	SWEEP WEAK 	HB SCREEN LEFT (sh) 	Z SQUARE OUT (med) 	Z FLY (l) 	FLEA FLICKER (l)
POWER 	REVERSE 	X QUICK SCREEN (sh) 	Y CROSS (med) 	ACTION X FLY (l) 	FIELD GOAL
SLANT 	COUNTER DRIVE 	Z-SLANT (sh) 	X HOOK (med) 	ACTION X SQUARE OUT (med) 	PUNT

..... = pass to — = block —H— = handoff to —H— = fake handoff l = long sh = short med = medium

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BLAST MAN 	BLAST WEAK ZONE 	UNDER WEAK ZONE 	STRONG DOG 	SHORT YARDAGE
STUNT MAN 	STUNT STRONG ZONE 	OVER MAN 	WEAK DOG 	PREVENT
KEY STRONG ZONE 	STUNT WEAK ZONE 	OVER STRONG ZONE 	MAD DOG 	PUNT RETURN (RUSH)
KEY WEAK ZONE 	KEY MAN DEEP ZONE 	3-4 KEY ZONE 	RED DOG 	DOUBLE TEAM SPLIT END (X) DOUBLE TEAM TIGHT END (Y) DOUBLE TEAM FLANKER (Z) NO DOUBLE TEAM
				STANDARD ALIGNMENT SPREAD ALIGNMENT TIGHT ALIGNMENT



COMPUTER QUARTERBACK

2